CAPCOM CP System NO.2

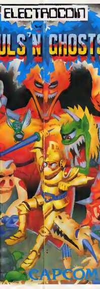
CAPCOM

from

electrocoin

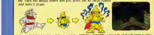
STORY

Three years have passed since the evil ones came to do their dirty work. That was just the beginning. Now they're back again. They attack the castle of the Princess. King Arthur is out on a journey and heads for the castle to save the Princess, who is being shot at with laser rays. Arthur once again takes spear in hand and heads for the land of GHOULS 'N GHOSTS

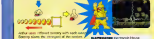


Arthur Uses Sorcery

Arthur—that's you, the player—searches for the Magic Armor in the Treasure Chest. He dons the Magic Armor and you press the ATTACK button and hold it down.



The WEAPON MARK will flash and the POWER GAUGE to the left of it will start to rise. When it indicates FULL POWER, release the ATTACK button and the power of sorcery will be released.



Arthur uses different sorcery with each weap
Sorcery slams the strongest of the rivals.

BEWARE!

Power must be up full before you release the button. If you release it before full power is reached, the sorcery won't work.

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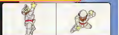
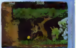
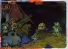
The Attack Area Widens



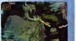
The Left and Right strike areas of days of yore have added Upper and Lower strike zones. Arthur carries on the fight against the forces of evil in an expanded field of encounter. Be brave! Be skillful! Venture forth and conquer the evil ones!!



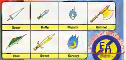
The FIRST BOSS SHIELDER's weak point is his face. Dodge the flying fireballs and get him !



The ROCK TURTLES are in attacking [illegible] There's no time !! [illegible]



Beware the DEVIL OF DARKNESS Don't slack off and keep moving ahead !

ARTHUR'S WEAPONS